



Troop 89

Boy Scouts of America

Medfield, MA



2009 Summer Camp Information
Sunday, July 26th through Saturday August 1st

June 2009

Dear Troop 89 Scout and Parent:

We are expecting over thirty Scouts to attend this year's Summer Camp adventure at Camp Squanto from 26 July – 1 August 2009. If you know of anyone who is interested in attending summer camp, but who is not signed-up yet, please instruct him to contact Mr. Rick McKinney at 359-9192.

A successful and enjoyable week at Scout Camp requires planning and preparation by everyone ... not just the leaders. This letter is intended to provide the information you will need to be ready to enjoy your week at camp. Please take the time to **read and review this letter now** so that you:

- will be able to complete all necessary requirements by the due dates,
- will know what you will need to bring to camp to get prepared before the last minute, and
- will know several of the key rules that must be followed at camp.

On **Thursday, June 18th**, we will **register Scouts for merit badges** and individual activities, **collect medical forms** and **payments for Troop photographs** (optional \$8), and will answer questions from Scouts and parents. If anyone wishes to purchase additional Troop 89 T-shirts, they will be available for \$5 (cotton – limited quantities) or \$10 (quick dry) and Troop 89 hats may be available for \$15.

During the sign-up, an adult leader will review each Scout's schedule and assist if necessary. We will be very reluctant to sign-up Scouts for merit badges or programs that we feel exceed their abilities or do not seem appropriate. Have alternate choices ready in case your first choices are not available. Every Scout must sign up for one merit badge or activity for each of the six scheduled periods.

First year Scouts are expected to sign-up for the Flight to Eagle program, from 9:00 AM to 12:00 Noon, to help start their rank advancement. During the 11AM - 12 AM period, they choose one of the following merit badges or activities: Leatherwork, Basketry, Art, Mammals, or Instructional Swim. During the 2-3 PM session, they will work at the campsite on their advancement and during the other afternoon sessions; they may choose one of the previously listed merit badges, Fishing or Woodcarving merit badge or the cooking activity.

Following are several key milestones and dates for all Scouts, Leaders and adults who will attend camp with Troop 89 this summer:

- | | |
|-----------------------------|--|
| • Full payment Due | Was due Thursday, May 1st - \$320 full fee required now |
| • Merit Badge Sign-up | Thursday, June 18th (during the normal Troop Meeting) at Wheelock School. Medical forms and photograph money are due at this meeting and Scouts will sign-up for merit badges and other activities. Scouts should use the attached merit badge sheet and circle their selections. |
| • Check-in at Camp Squanto | No Later Than 1:00 PM Sunday, July 26th. Drive time approximately one hour and 15 minutes from Medfield. Please do NOT be late. |
| • Check-out of Camp Squanto | Awards Ceremony at 9:30 Saturday August 1st (families are invited).
Departure approximately 11:00 AM. |

Following are additional key milestones and dates for Leaders and adults:

- Initial Leadership Meeting Sunday, **June 6th** at PLC
- Pre-camp Planning meeting Monday, **July 20th** at 7:00 PM at Camp Squanto (Scoutmaster, one

Assistant Scoutmaster and SPL only)

If you are not able to submit a completed Medical Form on June 18th, it must be turned in to Mr. McKinney no later than Friday June 19th. Camp Squanto is very strict on medical forms.

INDIVIDUAL SCOUT REQUIRED ACTIONS

SUMMER CAMP FEES: At this time, the total cost for Scouts for the week is \$320 per Scout. Please make checks payable to Troop 89, BSA.

MEDICAL FORMS: The BSA is using a new Medical Form this year, the Class 3 Annual Health and Medical Record. The form must be on file at the camp with correct signatures. A copy of the Medical Form was distributed with the May Troop 89 newsletter. Please try to **turn in the completed medical form on Thursday, June 18th**. If you cannot meet this deadline, you must coordinate directly with Mr. McKinney to make alternate arrangements for submitting your forms. Please note that an **original form with original signatures** is required; the camp will not accept copies. The forms used in the past were based on age, the new annual Health and Medical Record are the same for each member of the troop and require each scout has a new form for each year, just as school & sports require.

- **Scouts and adult leaders will not be permitted to remain in camp without a properly completed medical form. All participants should fill out all Parts (A, B, and C) since the week at Camp Squanto exceeds 72 consecutive hours**
- For additional Information related to the form and required medical exam follows:
<http://www.scouting.org/scoutsource/HealthandSafety/Resources/MedicalFormFAQs.aspx>

MERIT BADGE SIGN-UP: Every Scout will have the opportunity to select a personal daily schedule of activities and/or merit badges that is customized to his personal preferences based on his rank and tenure in the troop. **All first year campers are expected to participate in the Flight to Eagle program. Second year campers** should consider the Swimming, Environmental Science, and Camping merit badges. All Scouts must sign up for each of the six activity periods. Materials are included in this packet to prepare for the sign-up event that will be held on **Thursday, June 18th during the scheduled Troop Meeting**. All selections must be reviewed and approved by a designated adult leader.

TROOP PHOTOGRAPH PAYMENT: As usual, the camp will be taking official photographs of each troop. The price for the 8x10 photo is \$8.00 each. Anyone who is interested in ordering a photograph **must make payment on Thursday, June 18th**.

LEADERSHIP MEETINGS

PRE-CAMP PLANNING MEETING: This is the final pre-camp meeting held at Camp Squanto for the key adult leaders and the **Senior Patrol Leader**. At this meeting we will submit the troop roster and merit badge forms as well as sign-up for Troop Swim and other events. **Any changes in personal merit badge schedules after this date will be made only with the Scoutmaster's and the camp's joint approval.**

LEADERSHIP MEETING: Scout leaders include those assigned to the Senior Patrol Leader, Assistant Senior Patrol Leader, Troop Guide, Quartermaster, and Patrol Leader positions. Summer camp leadership assignments will be made, and the Scouts assigned to these positions will be notified around early June. **A pre-camp planning meeting will be held for all Scouts in leadership positions as part of a Mini-PLC after an upcoming meeting.**

PRIOR TO CAMP

PARENTAL CONTACT: Sometimes parents take advantage of their child's or children's absence from home during the summer camp week for their own vacation. While this is understandable, **it is**

essential that we have a constant means of contacting the parent(s) should there be an emergency or other problem. Please be sure to give the Scoutmaster a phone number and location (a short written note please) where you can be reached if you are not going to be available at your normal home or work telephone number. Thank you.

UNIFORMS: Please be sure your uniform is clean and in good condition with all patches up to date (rank, patrol, etc.). Full uniforms are required for Colors, the troop photograph, campfires, memorial and vespers services, and other special events. **Full uniform includes Scout shirt, Scout shorts, Troop 89 hat, Scout belt, Scout socks, and hiking boots or shoes** other than sneakers or sandals. Bring your troop hat. Neckerchiefs are not required. In addition, we will substitute our Troop 89 T-shirt for the Scout shirt for selected events. **If you need a Troop 89 T-shirt,** contact Mrs. Schwartz.

MEDICATIONS: The camp requires all medications to be checked-in at the Health Lodge upon arrival. **Prescription medications must be in the original containers with labels. Over the counter medications are not allowed.** With the exception of emergency medications that a Scout or adult must have with them at all times, such as inhalers or epi-pens, all medications will remain at the Health Lodge throughout the week. Scouts requiring prescription medications must visit the Health Lodge at the appropriate time(s). It is the Scout's responsibility to remember to get his medication. Scouts who miss more than one scheduled medication may be sent home, without delay, by the camp medical staff. Medications will be discretely returned to parents/guardians just prior to check out.

MARK YOUR CLOTHING AND EQUIPMENT: Make sure all of your personal items are clearly marked with your name. All Scout clothing and equipment is the same and a lot of other items brought to camp are the same as other Scout's.

THEME NIGHT: Each year at Camp Squanto there is a theme night and each troop is judged on their costumes. This year, the theme is **Men in Black and Aliens**, so remember to pack you're a costume of your favorite Alien or Monster the PLC will decide and let scouts know what idea they are doing.

EQUIPMENT LIST: A personal equipment list for Summer Camp is attached. Although some substitutions may be made, the essential items on the list demand special attention. This list is for your use; please be sure you bring everything you need.

THINGS NOT TO BRING: The following items are not allowed at Camp Squanto at anytime:

- **Cell phones or electronic equipment**
- **IPOD's, Walkman Stereos or Boom boxes**
- Bicycles
- Sandals (only allowed on the beach)
- Privately owned firearms and ammunition
- Straight or fixed blade knives
- Matches or lighters
- Candles, incense, or similar flammable items
- Fireworks
- Weapons in general
- Cigarettes
- Alcohol
- Other illegal substances

Per the Troop Confiscation Policy, inappropriate items will be confiscated from the Scout and returned to the parent at the end of camp. Some items, such as fireworks, are illegal in Massachusetts. Such items may be submitted to the Plymouth Police Department, and the Scout(s) may be expelled from the camp. In general, Scouts should not bring to camp anything that their parents would not approve that they have in their possession. As always, common sense is the best method to determine what Scouts should and should not bring to camp.

FOOT LOCKER KEYS/COMBINATIONS: We recommend that each Scout bring a foot locker. Foot lockers come in several sizes. We advise that foot lockers be no taller than 13 inches so that they will fit under the cots at Camp Squanto. These Footlockers are available in the automotive section of Walmart, or the luggage section of Target. Many footlockers come equipped with a cheap, universal lock and key; virtually everybody has this same key. For this reason, a secondary lock is recommended. Combination locks are specifically advised. If a secondary lock is used, a spare key or copy of the combination is requested for the Scoutmaster, should the owner lose his key or forget his combination. We would prefer not to be forced to break into footlockers because of lost keys or forgotten combinations.



(Shown in Picture - Contico Storage Locker)

FOOT LOCKER TRANSPORTATION: In order to streamline the check-in process, we plan to use the Troop trailer to bring large personal items like trunks to camp and directly to the campsite. **We will not use the trailer to bring personal equipment back home** – that is the family’s responsibility. All Scouts are encouraged to assist in this manner to speed up our check-in. We will load the trailer on **Saturday July 25th**, the morning prior to departure, at 9:00 AM.

ARRIVING AT CAMP

CHECK-IN: All Scouts should arrive by 1:00 PM on Sunday, July 26th. Drive time from Medfield to Camp Squanto is approximately one hour and 15 minutes; more if you stop for lunch; more if Cape traffic is heavy. The Troop cannot begin check-in until every Scout arrives, **so please do not be late**. All Scouts should arrive wearing a swimsuit with towel easily accessible for the swim test (not in his footlocker) and should have all personal medications ready to turn over to the medical staff. The troop does not provide transportation to or from camp - this is the responsibility of the parent or legal guardian.

PARKING/EQUIPMENT DROP-OFF/PICK-UP: All vehicles are to be parked in the Camp Parking Lot. Vehicles will not be allowed to continue into the camp or to the troop sites. All personal gear should be dropped off at the staging area designated for the **DAKOTA site** on Sunday. Personal gear will be available for pick-up at this same staging area on Saturday. All equipment will be delivered to and from the site by the camp staff. Any particularly valuable or fragile equipment should either be securely locked-up or personally carried in/out by hand. Extremely valuable equipment should **not** be brought to camp.

DURING CAMP

EMERGENCY CONTACT: The Camp Squanto emergency telephone number is (508) 224-2010. The camp fax number is (508) 224-9444. Mr. McKinney’s Cell phone number is (508) 942-0143.

TELEPHONE USE: Scouts are encouraged to write home and **parents should not expect phone calls** from their son(s) during the week. Per camp policy, all Scouts must have WRITTEN permission from the Scoutmaster to place outgoing telephone calls (which will only be granted for extreme circumstances). **Scouts are prohibited from having cellular phones at camp.**

MAIL: Incoming mail tends to take some time to reach Camp Squanto; be sure to mail any correspondence early in the week to be sure it arrives by week’s end. All incoming mail should be addressed as follows:

**Scout's Name
Troop 89, Dakota Site
Camp Squanto Scout Reservation, BSA
P.O. Box 931
South Carver, MA 02366**

Outgoing mail may be deposited in the mailbox at the Camp Office. Scouts wishing to mail letters or postcards should bring their own stamps

VISITORS: Visitors are welcome on Sunday from 1:00 to 6:00. ***Contrary to past practices, visitors are not encouraged during the week.*** If however, there is a need to visit camp during the week, visitors must sign into camp at the Camp Office and then proceed to the Medical Officer upon arrival. All visitors over age twenty-one will receive a wrist bracelet that they must wear while in camp. Please note, pets are not allowed at camp, even during daytime visits, per order of the Plymouth Board of Health.

LEAVING CAMP DURING THE WEEK: Massachusetts State Law requires that any Scout or leader, who leaves the camp property at any time, report to the Camp Director and sign out of camp at the Camp Office. Upon returning to the camp, the Scout or leader must sign-in at the office. The Scoutmaster's permission must be obtained before any Scout leaves the camp even if only to enter the State Reservation.

PATROL/TENT ASSIGNMENTS: Each Scout will be assigned to a patrol and tent in his patrol site. You will be assigned to a tent when you arrive at camp. Scout boy leaders should have the opportunity to stay in one of the two Adirondack shelters. Patrol and/or tent assignments are subject to change at any time.

ORDER OF THE ARROW: Elections to the Order of the Arrow are planned to be held at camp this year. The Order of the Arrow is Scouting's national honor society. It sets out to recognize those youth and adult campers who best exemplify the Scout Oath and Law in their daily lives, to develop and maintain camping traditions and spirit, to promote Scout camping, and to crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others. To gain membership in the Order of the Arrow, the Boy Scout must hold the rank of First Class or higher, have taken part in a minimum of 15 days and nights of Scout camping in a 2-year period, including a 6-day and 5-night camping experience at a BSA accredited local or national council facility (such as Camp Squanto). Eligible Scouts must then be elected to the Order by their fellow Scouts of Troop 89 (at Camp Squanto), following approval by the Troop 89 Scoutmaster.

DEPARTING CAMP

CHECK-OUT: Parents are encouraged to attend the Awards Ceremony at 9:30 AM, before leaving on Saturday. Checkout will be approximately 10:30 AM on Saturday, August 1st. Please be early, not late.

If you have any questions about Summer Camp or session sign-up, please feel free to call Mr. McKinney at 359-9192. Even more detail information about the program at Camp Squanto can be found at: <http://www.campsquanto.net>.

See you on Thursday, June 18th.

2009 SUMMER CAMP EQUIPMENT LIST

ESSENTIAL ITEMS:

- | | |
|---|---|
| ___ footlocker | ___ pajamas/sweatsuit |
| ___ combination lock | ___ rain jacket or poncho |
| ___ sleeping bag (summer) | ___ swimsuit |
| ___ pillow | ___ beach towel |
| ___ Scout shorts (1 or 2) | ___ bath towel |
| ___ Scout belt | ___ soap |
| ___ Scout shirt with badges (1 or 2) | ___ shampoo |
| ___ Troop 89 scout hat | ___ comb |
| ___ Troop 89 t-shirt (1 or more) | ___ toothbrush and paste |
| ___ Scout socks (2 or more) | ___ insect repellent (50% deet maximum) |
| ___ hiking boots (1 pair) | ___ sunscreen (30 spf minimum) |
| ___ sneakers (1 pair) | ___ flashlight |
| ___ shorts (3 or more) | ___ Scout handbook |
| ___ t-shirt or short sleeve shirt (3 or more) | ___ notebook/pencil/pen |
| ___ long pants | ___ personal first aid kit |
| ___ fleece or jacket | ___ \$20.00 (minimum) spending money |
| ___ underwear (6 or more) | |
| ___ regular socks (6 pairs or more) | |

OPTIONAL EQUIPMENT:

- | | |
|------------------------------------|----------------------------------|
| ___ foam pad | ___ small day pack or fanny pack |
| ___ watch | ___ fishing gear |
| ___ merit badge pamphlets | ___ sewing kit |
| ___ pocket knife (with totin chip) | ___ cards, checkers, etc. |
| ___ water bottle/ canteen/ | ___ musical instrument |
| ___ camera and film | ___ bible/prayer book |
| ___ sunglasses | ___ swimming mb clothing & shoes |
| ___ envelopes and stamps | |

SOME POINTS TO KEEP IN MIND:

- Keep swimsuit and beach towel accessible on Sunday for swim test.
- Full uniform includes Troop hat, scout shirt, scout shorts, scout belt, scout socks and hiking boots or shoes other than sneakers or sandals. Neckerchiefs are not part of the uniform. Full uniform will be worn daily.
- Troop 89 alternate uniforms will be worn for selected activities. The alternate uniform is the same as the full uniform with the troop t-shirt replacing the tan scout shirt.
- Tents and cots are provided.
- No laundry facilities are available.
- Scouts are expected to shower daily.
- Some badges (i.e. Fishing) require specific personal equipment.
- Swimming merit badge requires long pants, long sleeve shirt, & sneakers - all will be worn *in the lake*.
- Merit badge pamphlets sell out early - better to bring them.
- Straight or fixed blade knives, matches, lighters, incense, candles, fireworks, any type of weapon, cigarettes, alcohol, illegal substances, etc. are **not allowed** at camp.

- Do not bring large sums of money - trading post spending on snack food may be restricted by the adult leadership.

Merit Badge Notes

Enclosed is a copy of this year's merit badge and activity schedule. Each merit badge or activity is followed by a difficulty rating from 1 to 4. This indicates the difficulty level of the badge or activity. Each Scout should review this information and develop his own individual schedule for what he will do during each of 6 periods based on his own interests, advancement needs and personal abilities.

First year Scouts are expected to sign-up for the Flight to Eagle program, from 9:00 AM to 12:00 Noon, to help start their rank advancement. During the 11AM - 12 AM period, they choose one of the following merit badges or activities: Leatherwork, Basketry, Art, Mammals or Instructional Swim. During the 2-3 PM session, they will work at the campsite on their advancement and during the other afternoon sessions; they may choose one of the previously listed merit badges, Fishing or Woodcarving merit badge or the cooking activity.

Some troop activities, such as *free swim*, will not be scheduled until the week before camp. Adjustments at camp will be allowed for these activities with the approval of the Scoutmaster. A flexible schedule will allow you to take advantage of these activities without being disappointed.

Difficulty 1

Merit Badge	Comment	Time	
Art	Limited reading required. All work drawn and designed. Wide use of different art materials. Some materials can be purchased at the Trading Post.	9 - 10 AM or 10 - 11 AM or 2 - 3 PM	1
Basketry	Limited reading required. No written work. Basket kits may be purchased at the Trading Post. Both large and small sizes are available. Estimated costs \$5 – 10.50.	9 - 10 AM or 11 – 12 or 4 - 5 PM	1
Mammals	This is a good badge for younger Scouts. It explores the habitat of mammals and most of the written work can be completed in class.	11 – 12 or 3 - 4 PM	1

Difficulty 2

Camping	Eagle required merit badge. <i>This is an automatic partial in camp.</i>	9 -10 AM or 11 – 12 or 3 - 4 PM	2
Fish & Wildlife Management	The focus of this badge involves the relationship between man and wild life.	10 – 11 AM	2
First Aid	<i>Scouts should have completed the Tenderfoot, Second Class, and First Class first aid requirements. Scouts should bring a first aid kit they put together.</i> Some writing may be required.	11 – 12	2
Fishing	This group meets daily and will split time between class work and fishing. Some reading. Bring your own pole!	4 – 5 PM	2
Forestry	The work of the living tree is explored. Scouts must learn 15 trees and keep a leaf notebook.	9 – 10 AM or 4 – 5 PM	2
Leatherwork	Limited reading required. No written work. There are leather craft kits available for sale at the Trading Post for an estimated cost of \$2 – 10.	11 – 12 or 3 – 4 PM	2
Metal Work	Limited reading and written requirements. Materials can be purchased at trading post <i>Scouts must be 14 years of age.</i>	10 – 12 or 2 – 4 PM	2
Nature	This badge explores various aspects of our ecosystem. Multiple small projects are required	9 – 10 AM	2
Orienteering	Intensive map and compass work. Use of compass in 3 contests. One must be 2,000 meters designed by Scouts.	11 - 12 or 2 - 3 PM	2

Rowing	Swimmer by Tuesday Noon. This is a 2 hr badge 9 – 10 AM & 2 – 3 PM. Limited reading required. No writing. Not recommended for 1st year campers.	9 – 10 AM and 2 – 3 PM	2
Soil & Water Conservation	This is a good badge for older Scouts. It requires a sound knowledge of nature and maps. Written work is required.	11 – 12 or 2 – 3 PM	2
Sports	Little written work. Mostly oral and physical. Requirement 3 must be done outside of camp. Cannot be completed in camp.	9 – 10 AM	2
Swimming	Swimmer by Tuesday Noon This is a 2 hr badge 10- 12. Limited reading required. No writing. Not recommended for first year campers.	10 - 11 AM and 11 – 12 noon	2
Weather	This is a good badge for older Scouts. Weather conditions and causes are explored in depth. Some written work is required.	9 – 10 AM or 4 – 5 PM	2
Woodcarving	Limited reading required. No written work. A carving knife is necessary. Knives and wood-carving kits may be purchased at the Trading Post. Estimated cost \$2 –10. Totin' Chip Required.	9 – 10 AM or 2 – 3 PM	2

Difficulty 3

Athletics	500 word essay required. Very demanding physical requirements. Difficult badge.	10 - 11 AM	3
Canoeing	Swimmer by Tuesday Noon. This is a 2 hr badge 9 – 10 AM & 2 – 3 PM. Limited reading required. No writing. Not recommended for 1st year campers.	9 - 10 AM and 2 - 3 PM	3
Climbing	Scouts must be 13 years of age. This badge requires good physical strength.	2 - 5 PM	3
Environmental Science	This is the most difficult badge in the nature area. It requires extensive reading and written work. In addition to 8 hrs of field observation, it requires an understanding of difficult concepts and ability to draw conclusions from field observations. Observational periods are also required. Not recommended for 1st year campers.	11 - 12 or 2 - 3 PM or 3 - 4 PM	3
Golf	Prior knowledge of USGA Rules of golf is helpful. Some writing may be required. Cannot be completed in camp.	9 - 10 AM or 4 - 5 PM	3
Indian Lore	A great deal of reading and some written work is required. Scouts will make Indian clothing and/or artifacts. Kits are available at the Trading post and range from \$10-15. Must be 14 years old to take this badge.	10 - 11 AM	3
Lifesaving	Swimming MB required. - This is a 2 hr badge 10 - 12. Limited reading required. No writing.	10 - 12 Noon	3
Oceanography	This badge is for older Scouts. It requires extensive reading and knowledge of the ocean as well as field observation and written work.	10 - 11 AM	3
Personal Fitness	This badge cannot be completed in camp. Difficult Badge with demanding physical requirements. Not Recommended	10 - 11 AM or 3 - 4 PM	3
Photography	This merit badge will require a materials fee of \$7 for the developing process. Participants will also need a camera and film. We are recommending the use of disposable cameras which will be available at the Trading Post or can be brought to camp. Must be 14 years old to take this badge.	10 - 11 AM or 3 - 4 PM	3
Pioneering	Requires proficient skills in knots, lashings, splicing, and rope making. Very little written work. Rope provided.	9 - 10 AM or 2 - 4 PM	3
Sailing	Must have the following MB: Swimming, Lifesaving, Rowing & Canoeing. This is a 2 hr badge 9 - 10AM & 2 - 3PM. Limited reading required. Some writing required.	9 - 10 AM and 2 - 3 PM	3
Wildness Survival	Requires survival skills including shelters and edible plants. An overnight outpost will be spent in a shelter you make in camp.	10 - 11 AM or 2 - 3 PM	3

Difficulty 4

Archery	A badge which requires skill. Previous experience is necessary if a Scout expects to complete the badge in 1 week.	10 - 12 (9-10 AM practice)	4
Rifle Shooting	Requires proficient skill, previous experience is necessary if a Scout expects to complete the badge in 1 week. <u>MINIUMUM AGE 13.</u>	10 - 12 (9-10 AM practice)	4
<u>Shotgun Shooting</u>	Difficult badge to earn. Open to older Scouts. <u>MINIUMUM AGE 14.</u> Requires proficient skill, previous experience is necessary if a Scout expects to complete the badge in 1 - 2 weeks. Activity fee of \$5.00	3 - 5 PM	4

Special Activities

Activity	Comment	Time	
Instructional Swim for Beginners	This is a 1 hour session that focuses on FUN! The goal is to pass a beginner test by the end of the week. We also encourage adult non-swimmers to participate as well.	10 - 11 AM or 11 - 12 Noon	a0
Cooking Skills	This course is intended to prepare Scouts for the necessary skills in fire building and cooking which can lead to the Merit Badge. Scouts will learn to cook over an open fire and with dutch ovens. Food is enjoyed by all participants. A great fun activity.	11 - 12 or 4 - 5 PM	a1
Flight to Eagle	During this time, Scouts participate in certain activities that meet some of the Tenderfoot, Second Class and First Class requirements. They also work on Scout skills with an emphasis on having fun! This program is intended for first year Scouts with little or no advancement in these areas. During the 11 – 12 period, they choose one of the following merit badges or activities: leatherwork, basketry, art, mammals, or instructional swim.	9 - 12 Noon (M.B. 11-12)	a1
Paul Bunyun	Offered as a 2 hour Session - Part 1 Thursday; Part 2 Friday.	7 - 8 PM Thursday & Friday	a1
Totin' Chip	Offered as a 2 hour Session - Part 1 Sunday; Part 2 Monday. (*Required for Woodcarving)	7 - 8 PM Sunday & Monday	a1
Snorkeling BSA	<i>Must be a swimmer.</i> This program runs Monday through Thursday. Limited equipment available (Scouts may wish to bring their own mask/fins).	11 - 12 Noon	a2
<u>COPE</u>	Challenging Outdoor Personal Experience. Scouts <u>must be 14 years of age.</u>	9 - 12 Noon	a3
Mile Swim Award	<i>Must be a swimmer.</i> This group meets Mon. - Fri afternoon at 3 PM. Mon. - 1/8 mile practice. Tue 1/4 mile practice. Weds. 1/2 mile practice. Thurs. 3/4mile practice. All practices are mandatory to participate in the mile swim on Friday.	3 PM	a3
<u>BSA Lifeguard</u>	<i>Must have the following MB/skills: Swimming, Lifesaving, Rowing and be at least 14 years old.</i> This award requires 6 hrs of work each day. Some reading / little written work. 9 - 12 PM and 2 - 5 PM instruction. <i>Candidate must be in good physical shape. *This award requires CPR certification. It is best If It is obtained prior to coming to camp.</i>	9 AM - 12 and Noon 2 - 5PM	a5

Annotations:

Italic – prerequisites or requirements to be completed prior to camp

Italic and underlined – age requirement

Bold – Eagle Required Merit Badges & / or point of emphasis

